

DreamWorks **SHREK** **SUPERSLAM**

**Grab your friends
and have a brawl!**

Battle it out with the
twisted characters
from the Shrek
universe in an
all-out **slam fest!**

Coming to Nintendo
GameCube Fall 2005.



Play as one of 20 fantasy characters
from the Shrek universe and beyond.



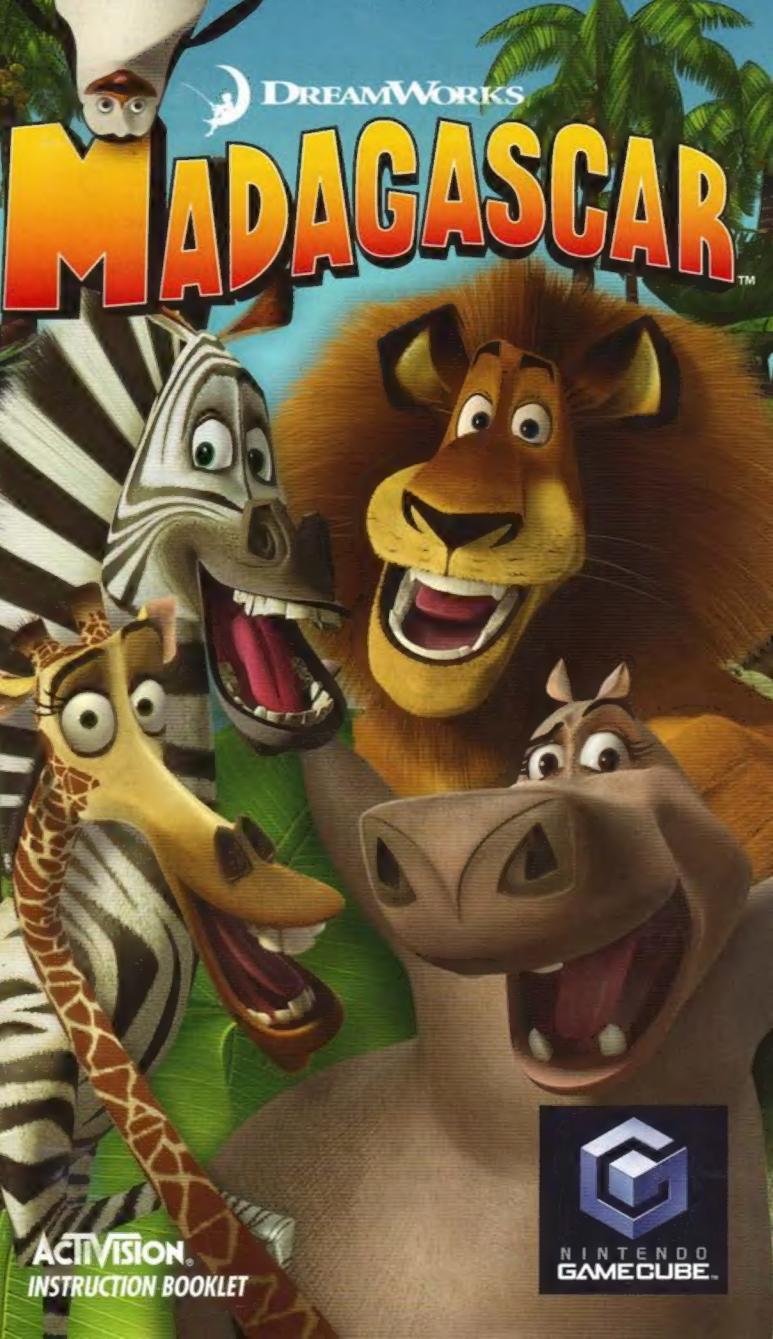
Slam opponents through windows and
walls in 16 fully destructible environments.



Slam triumphant with each character's
totally twisted fighting move.

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EmuMovies



**ACTIVISION.
INSTRUCTION BOOKLET**



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1 . Sit or stand as far from the screen as possible.
- 2 . Play video games on the smallest available television screen.
- 3 . Do not play if you are tired or need sleep.
- 4 . Play in a well-lit room.
- 5 . Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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**THIS GAME SUPPORTS
GAME PLAY WITH ONE
PLAYER AND CONTROLLER.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**

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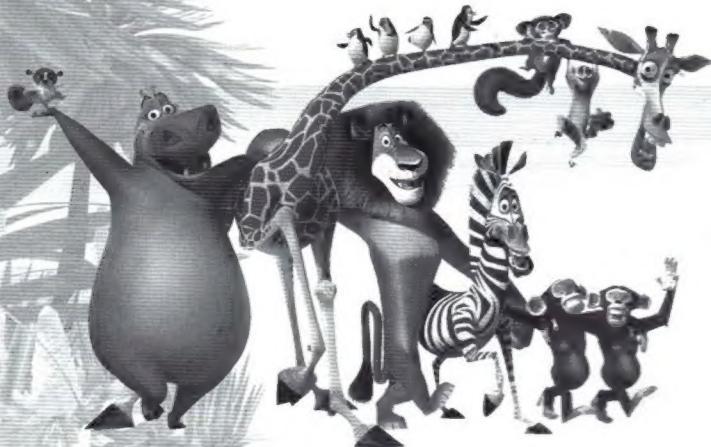
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Welcome to Madagascar

Marty the zebra is celebrating his tenth birthday, but life in the zoo isn't all it's cracked up to be. Tired of performing in the same show every day, Marty craves the excitement and freedom of living in the wild. When some crafty Penguins help Marty escape from the zoo, his best friends, Alex the lion, Melman the giraffe and Gloria the hippo set off to find him in what turns out to be a bigger adventure than any of them expected.

Get ready for an unforgettable journey across the ocean, from the streets of New York City to the island of Madagascar. To survive in the wild, the four friends will have to discover their true animal natures and master their instincts. Fortunately, the locals—a band of partying Lemurs—are ready and willing to help (when they're not too busy hosting a rave). However, the Lemurs may be the ones who need assistance when Madagascar's most dangerous creatures, the Foosa, strike.



Menu Options

Menu Controls

↑, ↓, ←, → on the **+Control Pad** – Navigate menus

A Button – Accept selection

Y Button – Go back to the previous menu or cancel

Main Menu



New Game – Start a new game of *Madagascar*.

Load Game – Load a previously saved game.

Saving the Game

Saving occurs automatically throughout each level. The saved game includes Monkey Money earned, current health and lives and objectives completed.

Note on Autosaving

When the Saving icon appears on-screen, *Madagascar* is saving your options, progress and/or unlocked extras. When you see this icon, please do not remove the Nintendo GameCube™ Memory Card which is in Memory Slot A. Also, do not reset or turn off your Nintendo GameCube™ while your game is being saved.

Pause Menu



Goals – View goals and objectives for the level.

Options – Adjust sound and music volume or turn rumble on or off.

Exit to Map – Stop gameplay and return to the map.

Zootovinir Shop – Use Monkey Money to buy mini-games and extras.

Quit Game – Stop gameplay and return to the Main Menu.

Exit Menu – Resume the game from where you paused.

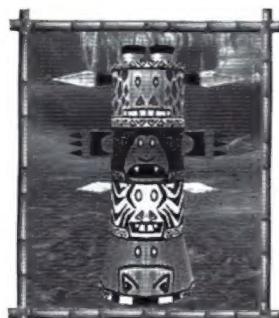
During the game, you can view your health bar, remaining lives and Monkey Money by pressing the **R** Button.

Controls/Abilities

Basic Controls

Run/turn	Control Stick
Rotate camera	C Stick
Switch character (near a totem pole)	X Button, Control Stick or +Control Pad to switch, A Button to select
Use/talk	X Button
Pause	START
Rotate camera behind character	L Button
Health/coins status	R Button

Power Cards – Marty, Alex, Melman and Gloria are powerful animals—they just don't know it yet! Having spent their entire lives in the zoo, they'll have to learn about their true animal natures to succeed in the wild. Throughout the game, you'll unlock new abilities by collecting power cards. You need three power cards to complete a set.



Totem Pole – In some chapters, you need to select the correct character for the job. To switch characters, approach the totem pole and press the **X** Button. Use the **Control Stick** or **+Control Pad** to select the character you want and press the **A** Button.

Alex's Abilities



Jump	A Button
Roar	B Button
Super roar	B Button (after eating super roar plant)
Double-jump	A, A Button
Throw	Y Button (when holding fruit)
Claws	X Button

Gloria's Abilities



Jump	A Button
Charge	Control Stick (after eating chili pepper)
Butt bounce	A, A Button
Tumble	B Button
Hip check	Y Button

Marty's Abilities



Jump	A Button
Kick	B Button
Sneak	Y Button
Slide	Y Button while moving
Long-jump	A, A Button

Melman's Abilities



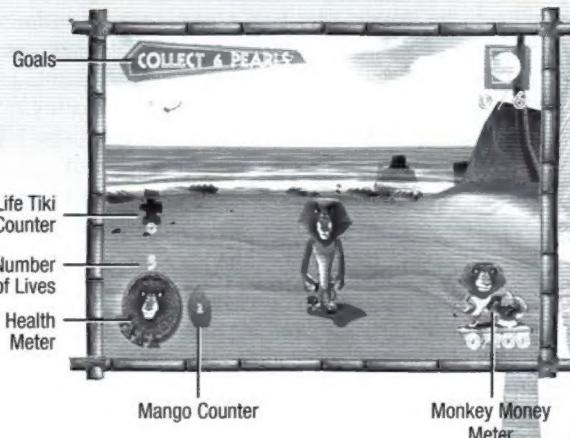
Jump	A Button
Spin	B Button
Helicopter/glide	A, A Button
Throw	X Button (when holding something), Control Stick to aim
Head bash	Y Button

Penguin Abilities



Jump	A Button
Slide	Run + B Button
Attack	B Button
Finishing move	B Button (when enemy is down)
Call up troops 	X Button (when near trumpet)
Fish	Use the Control Stick to aim, hold down the X Button to cast, release the X Button when fish takes bait.

Game Screen



Collectibles

Health



Life Tikis – Life tikis give you a health boost and count toward extra lives. Every time you collect a life tiki, you fill up one of the four slots on your health meter. Collect ten life tikis to gain an extra life.



Health Meter – The number above the health meter indicates how many lives you have. The triangles indicate how much health you have left.

Monkey Money



Monkey Money can be traded with the monkeys at the Zoovenir Shop. Gold monkey coins are worth five credits, and silver monkey coins are worth one credit. You can access the Zoovenir Shop from either the map or the Pause menu. The Monkey Money counter on the right side of your screen shows the number of coins you've collected.

Special Items



Chili Pepper – Gloria loves eating spicy chili peppers. After munching on peppers, she can run faster, take down enemies and bust through boulders and other obstacles.



Super Roar Plant – This special plant gives Alex's roar a temporary surge of power. Eat one of these to stun all enemies within range.

***Hint:** The super roar doesn't last long, so use it fast!*



Coconut – Melman can use his long neck to fling coconuts (and other objects) through the air.



Mango – Be sure to pick up any mangos you see on the ground. Alex can throw mangos to stun enemies.



Keys – Some areas can only be unlocked once you've found the correct key.

Mini-Games

Unlock special bonus mini-games by purchasing them from the Zoovenir Shop. Once you've purchased a new bonus mini-game, you can access it at any time from the map. Each mini-game costs 35 Monkey Money coins.

Tiki Mini-Golf

Welcome to the Lemurs' mini-golf course! Up to six players can play (taking turns with the same Nintendo GameCube Controller). Each player can select their favorite character to play. The player with the lowest score wins!

To change the direction of your swing, move the green arrow with the **Control Stick** to point in the direction you want. Tap the **X Button** once to start your swing. The strength of your swing is indicated in the bar on the left-hand side of the screen. To hit the ball, tap the **X Button** again.

Mini-Golf Controls

Change direction of swing	Control Stick
Change camera view	C Stick
Start swing	X Button (tap)
Release swing	X Button (tap again)
Rotate camera behind ball	L Button

Shuffleboard

Challenge a friend to a game of shuffleboard. Two players can play using the same Controller. Once you start, you have the following options: Pick Board (additional boards can be purchased in the Zoovenir Shop), Pick Game (play to 9 or 15 points) and Pick Player (select the character you wish to play).

Shuffleboard Controls

Slide left and right	Control Stick
Turn left and right	C Stick
Slide	X Button (press to power up, press again to release)
View scoring pucks	B Button

Scoring

- Only one color scores per round. A round is four pucks for each color.
- All pucks of one color past the deepest puck of the opposing color count for scoring purposes.
- The puck must be completely over the dividing line to score the higher point value.
- Pucks that land in the foul zone or slide off the board do not score.
- The game is won when one side reaches 9 or 15 points, depending on the game you selected.

Lemur Rave

Take part in a Lemur dance party. Each symbol corresponds to a button on your Controller. Motivate the Lemurs into a dancing frenzy by hitting the symbols when they reach their destination. There are three ways to play Lemur Rave:

Play One-Player – Beat the high score.

Play Two-Player – A second Controller is required.

Practice a Track – Scoring is turned off for practice.

After you select a play mode, choose a song, difficulty level and style (Normal, Pro Mode or Random).

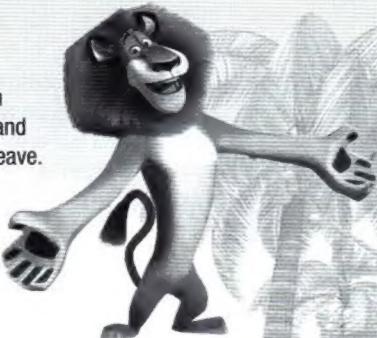
Every time you press a button, your accuracy is judged. At the end of the song, all your hits (perfect, great, good) and misses (oops, ouch) are totaled to tally your final score.



Characters

Four Friends

Alex the lion loves his life in the zoo and doesn't understand why anyone would want to leave. He lives a pampered life as the King of New York and enjoys eating juicy porterhouse steaks.



Marty the zebra believes there has to be more to life than the zoo. He dreams of one day escaping into the wild.



Melman the giraffe is a lovable hypochondriac. He's terrified of almost everything, but is very loyal to his friends.

Gloria the hippopotamus doesn't take nonsense from anyone. Smart and independent, Gloria is a take-charge female who keeps the bunch together.



The Penguins

Skipper, Kowalski, Private and Rico

These Penguins have been trying to escape the zoo in their quest to get to Antarctica. They are organized, disciplined and, according to Alex, a little crazy.



The Locals

Julian is a real party animal. He's king of the Lemurs, although everyone knows it's really Maurice who keeps the group on track.

Maurice is the king's sidekick and the voice of authority in the Lemur world. He makes sure everyone is doing their jobs—especially Julian.



Mort is the smallest and cutest of the Lemurs. He loves making new friends—when he's not too busy annoying the ones he already has.

?

Foosa are dangerous, cat-like predators native to the island of Madagascar. Beware of the Foosa!

Chapters

King of New York – Meet Alex, Marty, Melman and Gloria as you learn what it's like to be an animal in the zoo. Be sure to collect plenty of Monkey Money so you can buy items at the Zoovenir Shop.

Hint: Pop the balloons for an added bonus.

Marty's Escape – Marty gets his wish to leave the zoo granted with a little help from some scheming Penguins. You'll have to be extra careful around the security guards to avoid getting caught. Collect keys to access other areas of the zoo on your search for freedom.

Hint: Ask for help from other animals.

New York Street Chase – Marty has escaped, and his friends decide to hold an intervention. Chase him down before Marty gets on a train and heads to the wilds of Connecticut! Watch out for crazy traffic.

Hint: Don't forget to look for Power Cards.

Penguin Mutiny – The entire zoo has been packed up and shipped off to a wild animal preserve. Help the Penguins take over the ship and re-route it to Antarctica. As Private Penguin, it's your duty to scout ahead and make sure the coast is clear. When you've reached a safe spot, use the trumpet to call up the troops.

Hint: Penguins are small enough to fit through pipes.

Mysterious Jungle – Alex washes up on the island of Madagascar after his crate is knocked overboard. He sets out to find the reception desk and hopefully, his friends. Explore the island and see if the locals can help you out. You might need to give them something in return.

Hint: Use your roar to scare open the clams.

Save the Lemurs – Reunited at last, the four friends crash a Lemur party and learn about the Foosa—the most dangerous creatures on the island of Madagascar. Rescue the Lemurs and help them find a new location for their party.

Hint: Use Marty's sneak ability to hide behind rocks.

Jungle Banquet – The Lemurs are throwing a banquet, and they'll need plenty of fruits and vegetables to serve. Scavenge for food by helping out the jungle residents. You'll need to select the best character to do the job.

Hint: Talk to Julian for tips on where to go.

Coming of Age – Alex misses eating juicy steaks. Melman goes on a search for a steak tree, but first, he has to get rid of some disgusting worms that are eating up the Lemurs' home.

Hint: Keep your eye out for coconuts to throw.

Back to the Beach – Alex's hunger has driven him mad, and he's actually bitten Marty on the bottom. Gloria, Melman and Marty try to get off the island by making a rescue beacon. You'll have to find the right character to perform each task.

Hint: The friends have to work together to succeed.

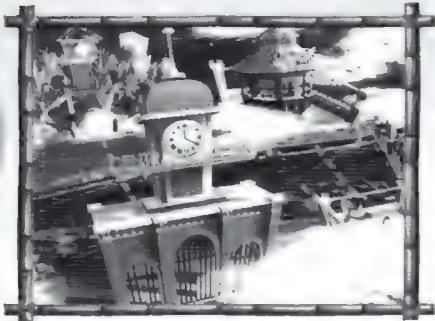
Marty to the Rescue – Marty just can't leave the island without his best friends. Mort leads Marty to the other side of the island through the most treacherous parts of the jungle.

Hint: Watch for speed boosts in the water to propel you faster.

Final Battle – Alex has wandered into the predator side of the island where Madagascar's fiercest creatures live. You'll have to use all your animal instincts and abilities to take down this scary pack.

Hint: Don't forget to look for super roar plants.

Map/Locations



Each time you complete a chapter, a new area of the map gets unlocked for you to explore. Use the **Control Stick** or the **+Control Pad** to move over the map. You can replay chapters at any time by returning to them in the map.

From New York City...

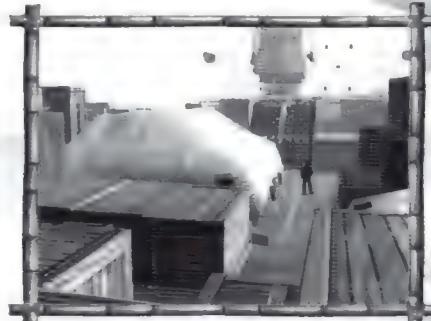


The Zoo – Home, sweet home for our four friends. Don't forget to check out Alex's show—he's the pride of the zoo.



Streets of Manhattan – New York City is full of life—and traffic! The people of New York aren't prepared to see zoo animals running down the street.

...to the Wilds of Madagascar



Cargo Ship – This giant cargo ship is transporting the zoo animals to Kenya. The ship also carries a lot of sailors who aren't prepared to deal with those pesky Penguins.



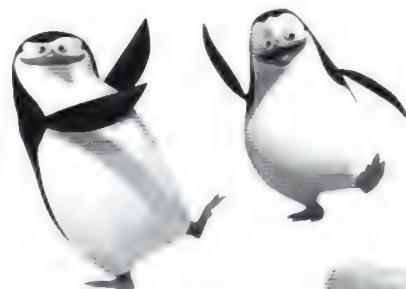
Beach – When the animals crash-land on the beach, they think they've arrived at a new zoo. They don't realize they're actually on the island of Madagascar.



Predator Side of the Island – This wasteland is the natural habitat for the Foosa. Alex ends up here after he discovers his predatory nature.



Baobab Tree – The giant Baobab Tree is a meeting place for the Lemurs. It's where they hold their crazy dance parties.



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"Mirando De Lado"

Performed by Kinky

Written by Chairez,

Lozano, Gongora, Cerezo

Published by EMI Music Publishing

Courtesy of Nettwerk America

"A Go Go"

Performed by Truby Trio

Written by Christian Prommer,

Rainer Truby, Roland Appel

Contains an interpolation of the
musical composition *Afro Lypso*
written by Marty Sheller

Courtesy of Compost Recordings

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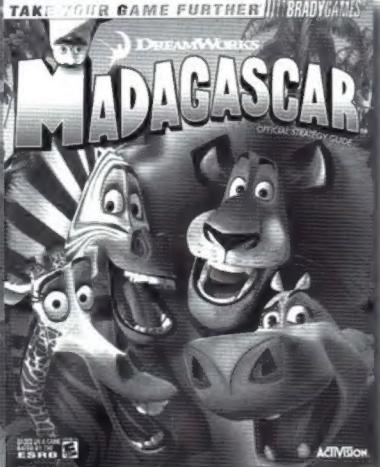
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